



TALLINN UNIVERSITY

Current activities in the field of Digital Games

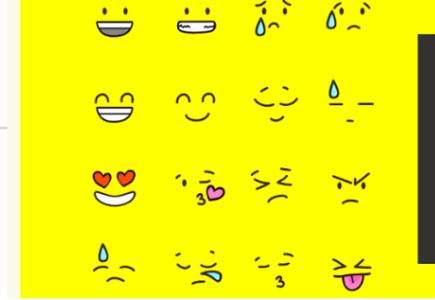


Triinu Jesmin
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Agenda

- ◎ Current projects
 - 1 Loel - League of emotion learners
 - 2 HERA - Higher education re-engineering through active learning for growth
 - 3 DT4S - Design thinking for sustainability education
 - Non digital board game about ecosystem services
 - Research Methods Game
- ◎ CEEGS conference



LoeL project aims at empowering young people so they are able to develop their emotional competences, to identify and express self-emotions, to establish successful communication with others both online and offline, to be aware of the limits and potential of ICT-based communication and to manage emotions in professional environments (including volunteering experiences, within a company or when being entrepreneurs)



Loel

- ◎ **Budget:** €143 280 TLU €19 869
- ◎ **Duration:** 01.09.2018–31.08.2020
- ◎ **Project team:** Triinu Jesmin cooperation with Lianne Teder (youth worker) from HARI
- ◎ **APP** is mostly ready and we are looking for testers – if interested, let me know!



HERA - Higher education re-engineering through active learning for growth

HERA aims to develop higher education student skills aligned with the needs of the world of work and society. HERA introduces active learning interventions that help build the foundations of engineering knowledge as well as critical, analytical, entrepreneurial mindsets and the capacity of young engineers to work across borders and fields.



HERA

- **Budget:** €296 042 TLU €39 538
- **Duration:** 01.09.2019–31.08.2021
- **Project team:** Triinu Jesmin and Jaanus Terasmaa from Center of Ecology, LTI
- Problem based learning scenarios. Game with several roles – communication inside and outside the software. Based on eCity application.
- **Partners:** Uni. Thessaly, Uni. Vigo, Uni. Aalborg, Virtual Campus





DT4S - Design thinking for sustainability education

DT4S aims to build awareness, basic knowledge, positive attitudes, problem solving skills, collaboration ability, and ability to synthesize innovative solutions among secondary education students aged 12-16 for preparing them to actively engage in sustainable development practices individually and in their communities as civically minded young adults.



DT4S

- **Budget:** €270 295 TLU €43 900
- **Duration:** 01.09.2019–31.08.2021
- **Project team:** Triinu Jesmin and Jaanus Terasmaa from Centre of Ecology
- **Delayed,** kick of meeting was last week in Istanbul.
- **Partners:** The centre for EU education and youth programmes Istanbul, University of Thessaly, Virtual Campus (Porto), ATS software company from Romania



Board Game about ecosystem services

- **Premise:** understanding the complexity of ecosystems and their services through a roleplay enabled board game
- **Funding:** looking for funding, like KIK etc.
- **Team:** Two ELU projects with Triinu and Jaanus, now one BA students thesis topic
- [Video](#)



Research Methods Game

- **Premise:** learning game to help game design students choose a suitable methodology and develop a research plan for their thesis
- **Funding source:** IT Akadeemia e-learning resources grant (HITSA)
- **Budget:** €71,400
- **Duration:** 01.01.2020–31.12.2020
- **Project team:** Martin Sillaots (PI), Mikhail Fiadotau, Tobias Ley, Triinu Jesmin, DLG students



Research Methods Game

- ◎ Problem statement:
 - Most higher education institutions in Estonia offer courses related to digital game design, development and game studies
 - Yet, university students interested in carrying out game-related research struggle to apply existing research methods and produce sound research design for their theses
 - Furthermore, there is a disconnect between game education at universities and the needs of employers in the videogame industry



Research Methods Game

◎ Solution:

- Digital game introducing research methods in the fields of game design, development, and game studies
- By playing the game, users go through all the steps of creating a research plan
- Database of research topics and potential supervisors (compiled in cooperation with the industry)
- Piloting at TLU and partner institutions



Research Methods Game

◎ Partner institutions:

- Independent Game Developers Association Estonia
- University of Tartu Institute of Computer Science
- Tallinn University of Technology GameLab
- Estonian Business School
- Estonian Entrepreneurship University of Applied Sciences (Mainor)
- University of Jyväskylä Game Research Network (international collaborator)



CEEGS conference

- Central and Eastern European Game Studies
- Regional chapter of DiGRA (Digital Games Research Association)
- Held since 2014
- Focus: social and cultural aspects of digital games
- 60–90 attendees on average, various regions represented (Europe, Asia, North America)





CEEGS conference

- ◎ Benefits for game research at TLU:
 - Increased **visibility** for TLU in the game studies community
 - Experts in the field as **keynote** speakers: good for students and faculty
 - **Cooperation** opportunities with external and Estonian (IGDA, UT, other TLU schools) partners





CEEGS conference: 2020

- ◎ Proposed dates: Sep 17–19, 2020
- ◎ Organizing team:
 - DTI: Mikhail Fiadotau, Martin Sillaots
 - BFM: Anna Ozimek, Andres Jõesaar
 - TÜHI: Oliver Laas
 - + Tallinn Videogame Museum: Camille Laurelli (EKA)
- ◎ Conference theme: pending
 - Suggestion: *Ludic Reality* (real-life effects and implications of digital games, gamification, and play)

● CEEGS conference: budget

- ◎ Conference policy: keep registration fees affordable
- ◎ Funding applications in preparation:
 - Nordplus Horizontal (Feb 3) – collaboration with IGDA
 - Baltic-American Dialogue (Feb 1) – to invite a US keynote
- ◎ Other funding options:
 - Enterprise Estonia event grant
 - Kulka Baltic Culture Fund
 - DiGRA funding
 - Any additional ideas?



Thanks!

Any **questions** ?

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